

## CLAIMS

1. A method of controlling a game with a communication line, comprising:

dividing said game into a plurality of charged playing sections which a player can play by paying a point and setting said sections;

distributing a plurality of game cards for said predetermined game, to which proper passwords are respectively assigned;

transmitting said proper password of said distributed game card from a game playing terminal to a server through said communication line;

setting said point which shows game playable volume corresponding to said password on an account by said server;

downloading data corresponding to an image of a present item which is usable in said game from said server into said game playing terminal, from which said password has been transmitted, through said communication line when setting said point on said account;

producing said image of said present item according to said data corresponding to said image of said present item, and displaying said image on a display in said game playing terminal into which said data have been downloaded; and

controlling said game playing terminal by said server so as to allow said player to play said charged playing section within bounds of said point which has been set on said account of said server.

2. The method of controlling the game with the communication line according to claim 1, wherein a part of data comprising said image itself of said present item is prepared in said game playing terminal, and said data which has been downloaded into said game playing terminal from said server, corresponding to said image of said present item are data comprising said image itself of said present item, and said image of said present item is produced by said game playing terminal on the basis of both data, data comprising said image itself of said present item which has been downloaded from said server into said game playing terminal and a part of said data comprising said image itself of said present item which has been prepared in said game playing terminal.

3. The method of controlling the game with the communication line according to claim 1, wherein said data corresponding to said image of said present item is to be downloaded from said server into said game playing terminal only once when setting said point

in said account for said game card.

4. A method of controlling a game with a communication line for dividing said game into a plurality of charged playing sections which a player can play by paying a point and setting said sections, and for distributing a plurality of game cards for said predetermined game, to which proper passwords are respectively assigned, and for transmitting said proper password of said distributed game card from a game playing terminal to a server through said communication line, and for setting said point which shows game playable volume corresponding to said password on an account by said server, and for controlling said game playing terminal by said server so as to allow said player to play said charged playing section within bounds of said point which has been set on said account of said server, said method comprising:

storing predetermined items which said player uses in said game, as control items in a control item table in a memory in said server for each said player so as to prepare a master control item table;

detecting changed contents of said control item which is used in said game, if said contents of said control item is changed in a proceeding of said game with said each game playing terminal, and outputting

said detected data to said server through said communication line as control item changed data;

renewing by said server said control item table for said player in said master control item table, for which said control item changed data has been outputted on the basis of said inputted control item changed data, reflecting said changed contents of said control item thereon;

loading by said server said contents of said control item table of each player which is stored in said master control item table into said game playing terminal with which said player plays said game at predetermined time intervals so as to renew said control item table for said player which is stored in said game playing terminal; and

controlling by said each game playing terminal to display said control item on a display of said game playing terminal on the basis of said data of said control item which is stored in said control item table.

5. The method of controlling the game with the communication line according to claim 4, wherein said each game playing terminal is controlled so as to prohibit said player from rewriting said control item table which is stored in said game playing terminal.